

Amendments to the Specification:

Please replace paragraph [0011] with the following amended paragraph:

a [0011] FIG.2 depicts the entry form image format of ~~FIG.1~~ FIG.1 in conjunction with a Keno game after selected spaces are marked by a player;

Please replace paragraph [0024] with the following amended paragraph:

a2 [0024] Selection spaces 20 are most easily selected by shading (or filling) in the selection space 20 as shown in drawing FIG. 2 to create a selected space 21. The selection of a selection space 20 may also be termed altering a selection space 20 to include an information element. Other indicia may be used to indicate a selected space 21. For example, a selection space 20 may be punched out of the card stock of a game card or other game entry form to create a selected space 21 and provide a permanent record of the gaming space 10 selection and game entry. ~~Thee~~ The embodiment of FIG. 5 employing circular selection spaces 50 may be especially suitable for implementing this approach. Alternately, any marking in the selection space 20 may be used to indicate that the player has chosen a gaming space 10. The advantage of shading in the selection space 20 is that it is much easier to read the game entry form, and to distinguish a marked from an unmarked selection space 20. This is true not only for visibility to the players, but also for optical scanning equipment that may be used to input the game entry into a computerized system, as in the case of a lottery ticket.

Please replace paragraph [0025] with the following amended paragraph:

a3 [0025] Illustrated in drawing FIG. 2 is a game entry form image 101 as displayed on the video screen of video gaming machine 110 as marked by a player who has selected picks on four different entries. Entry 1 is a 5-spot pick across the top row, selecting numbers

a3 1,2,3,4 1, 2, 3, 4 and 5 as depicted by the shading of the selection spaces 20 in the upper left corners of each gaming space 10. Entry 2 is a four-spot pick of numbers ~~1,5,21~~, 1, 5, 21, and 25 as depicted by the shading in the upper right corners of the associated gaming spaces 10. Entry 3 is a 5-spot pick of numbers 8, 12, 13, 14, and 18 as depicted by the shading of the selection spaces ~~20~~ in 20 in the lower right corners of the associated gaming spaces 10. Entry 4 is a five spot-pick of numbers 14, 16, 17, ~~21 and 22~~ 21, and 22 as depicted by the shading of the selection spaces 20 in the lower left corners of associated gaming spaces 10. A touch screen may be used to "shade" or fill in selection spaces 20, or other player input elements such as a key pad, a light pen, a mouse or a joystick (the latter two being used to move a cursor on the display) may be employed.

Please replace paragraph [0045] with the following amended paragraph:

at [0045] In addition, the present invention enables, by consolidation of a plurality of ~~agme~~ game cards into a single form, the use of larger gaming spaces or cells for easier viewing than with a plurality of smaller but separate game cards. The larger cells also facilitate implementation of the invention on touch screens of a video display. The single, common viewing area makes for easier tracking and interpretation of game progress and the end results of the draw. The video screen graphics may be made clearer and less cluttered, to enhance visual presentation. In addition, the present invention more easily accommodates the needs and desires of various players who may desire to make a different number of entries or selected a different number of gaming cards per gaming event.
